transported within any computer-readable storage medium for use by or in connection with an instruction execution system, apparatus, or device, such as a computer-based system, processor-containing system, or other system that can fetch the instructions from the instruction execution system, apparatus, or device and execute the instructions. In the context of this document, a "computer-readable storage medium" can be any storage medium that can contain or store the program for use by or in connection with the instruction execution system, apparatus, or device. The computer readable storage medium can include, but is not limited to, an electronic, magnetic, optical, electromagnetic, infrared, or semiconductor system, apparatus or device, a portable computer diskette (magnetic), a random access memory (RAM) (magnetic), a read-only memory (ROM) (magnetic), an erasable programmable read-only memory (EPROM) (magnetic), a portable optical disc such a CD, CD-R, CD-RW, DVD, DVD-R, or DVD-RW, or flash memory such as compact flash cards, secured digital cards, USB memory devices, memory sticks, and the like.

[0035] The firmware can also be propagated within any transport medium for use by or in connection with an instruction execution system, apparatus, or device, such as a computer-based system, processor-containing system, or other system that can fetch the instructions from the instruction execution system, apparatus, or device and execute the instructions. In the context of this document, a "transport medium" can be any medium that can communicate, propagate or transport the program for use by or in connection with the instruction execution system, apparatus, or device. The transport readable medium can include, but is not limited to, an electronic, magnetic, optical, electromagnetic or infrared wired or wireless propagation medium.

[0036] FIG. **6***a* illustrates exemplary mobile telephone **636** that can include touch sensor panel **624** and computing system **642** for implementing gesture movies and associated features described above according to embodiments of the invention. FIG. **6***b* illustrates exemplary digital media player **640** that can include touch sensor panel **624** and computing system **642** for implementing gesture movies and associated features described above according to embodiments of the invention. FIG. **6***c* illustrates exemplary personal computer **644** that can include touch sensor panel (e.g. trackpad) **624** and computing system **642** for implementing gesture movies and associated features described above according to embodiments of the invention. The mobile telephone, media player, and personal computer of FIGS. **6***a*, **6***b* and **6***c* can advantageously benefit from the gesture movies and associated features described above because users can easily learn or recall gestures that can be performed on those devices.

[0037] Although embodiments of this invention have been fully described with reference to the accompanying drawings, it is to be noted that various changes and modifications will become apparent to those skilled in the art. Such changes and modifications are to be understood as being included within the scope of embodiments of this invention as defined by the appended claims.

What is claimed is:

1. A method of demonstrating a gesture, comprising:
displaying a movie of the gesture being performed; and
displaying one or more objects being manipulated by the gesture, the manipulation occurring synchronous with the performance of the gesture.

2. The method of claim **1**, further comprising displaying a list box of gestures that can be selected for demonstration.

3. The method of claim **1**, further comprising initiating the demonstration upon selection of the gesture.

4. The method of claim **1**, further comprising initiating the demonstration upon detection of one or more contacts on a touch sensor panel having movement below a certain threshold for a predetermined amount of time.

5. The method of claim **1**, further comprising displaying the one or more objects as a function of a context in which the demonstration was initiated.

6. The method of claim **1**, further comprising displaying a hand performing the gesture as either a right or left hand based upon a pattern of one or more contacts detected on a touch sensor panel.

7. The method of claim **1**, further comprising providing audio or visual feedback when the gesture causes a touch upon a touch sensor panel.

8. The method of claim **1**, further comprising cycling through demonstrations of each of a set of gestures.

9. The method of claim **1**, wherein the movie is a video of the gesture being performed by a hand on or over a touch sensor panel.

10. The method of claim **1**, wherein the movie is an animation of the gesture being performed by a hand on or over a touch sensor panel.

11. The method of claim **10**, the animation comprising:
displaying the hand using a transparent or semi-transparent representation of the hand; and
displaying expected contact points with the touch sensor panel under the transparent or semi-transparent representation of the hand.

12. The method of claim **11**, further comprising fading the transparent or semi-transparent representation of the hand over time so that only the expected contact points remain over the touch sensor panel.

13. The method of claim **10**, the animation of the gesture comprising displaying animated arrows indicating expected movements of the hand to perform the gesture.

14. The method of claim **13**, wherein the animated arrows can appear, disappear, move, grow, shrink, blink, or change color.

15. The method of claim **1**, further comprising displaying a gesture selection panel upon detection of one or more contacts on a touch sensor panel having movement below a certain threshold for a predetermined amount of time, the gesture selection panel for enabling a user to select a particular gesture for demonstration.

16. The method of claim **15**, further comprising:
displaying a first bubble on the gesture selection panel representing the detected contacts;
displaying a plurality of second bubbles on the gesture selection panel representing possible gestures to be demonstrated; and
moving the first bubble against a particular second bubble to select the gesture associated with the particular second bubble to be demonstrated.

17. The method of claim **15**, further comprising:
displaying a first bubble on the gesture selection panel representing the detected contacts;
displaying a virtual gesture movie control ring on the gesture selection panel around the first bubble, the virtual gesture movie control ring indicating one or more possible gestures to be demonstrated; and